Thoughts.Game.GameMap.MapEvent.ConsequencesCover

Thoughts.Game.Attributes.AttributeManager.GetExecutionPlanToCover

Thoughts.Game.GameMap.Map.GetExecutionPlanToCover

Thoughts.Game.GameMap.ExecutionPlan.GetAndSetExecutionTimesToExecutionsToCover

Thoughts.Game.GameMap.ExecutionPlan.CalculateExecutionsNeededToCover

Thoughts.Game.GameMap.MapEvent.GetRequirementsNotMet